AMENDMENTS TO THE SPECIFICATION:

Please amend the paragraph beginning at page 1, line 23 as follows:

Most access networks have the capability to allow an end user, if he so chooses, to gain access several times simultaneously, using the same or different internet service providers. Each time the user logs on he gets another IP address. To the core IP network these addresses all appear to be separate users. When it is heavily loaded, the core network divides its bandwidth up equally between the addresses contending for access, so a user who has logged on three times will get three times as much bandwidth as a user logged on only once. The mechanism to log on a plurality of times could be multiple asynchronous transfer mode (ATM) permanent or switched virtual 1300619connections (PVCs or SVCs), or the PPPoE (Point to Point Protocol over Ethernet). A web based server or peer application receiving requests for a particular stream from three separate IP address will expect the requests to have come from three different users and act accordingly. For example a video conference bridge will add three new users to the requested conference and relay the video/voice data received from each one to the other two. Note that the signals are duplicates of each other, so the additional bandwidth does not allow the user to obtain convey any additional information, unless additional measures are taken. (Such additional measures are the subject of the applicant's co-pending International Patent application filed, on the same date as the present application and claiming priority from United Kingdom patent application ~~0223536.5~~0225356.5 corresponding to USSN 10/532,609. Although each data stream will be the same, the variable delay means that different connections will be closest to real time at different times. If the initially optimum connection is subsequently swamped by a number of large packets, later packets in that stream may be delayed by more than their equivalents in another stream.

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